



Christine Burgess-Quémard
Executive Director, Worldwide Studios

Key line: "People are the greatest force in any business"

When Christine got her master's degree in applied foreign languages, nothing destined her to work in video games. Driven by a powerful entrepreneurial desire, she first created her own export company for antique furniture, before joining Ubisoft in 1986, bringing with her years of export experience. At that time, who could have thought a woman would succeed so well in a predominantly male industry? She showed that being a woman was not incompatible with video games, and soon took up a new challenge: she opened Ubisoft's first office in the United States in 1990 and spent four years developing business there before moving on to head the business unit in England.

She returned to Paris in 1997 as international sales director, and took charge of international production in 2000. Nowadays, as executive director of Ubisoft's studios, Christine defines and implements the principles and strategy that guides all 12 of Ubisoft's production studios around the globe. As she works with her teams to strengthen the company's production capacities, she maintains a larger vision focused on becoming one of the best video game developers and publishers in the world.

Christine says: "Ubisoft has worked hard to increase the number of quality games it produces, while reducing the time needed to develop these titles. Competition in this market is fierce, and our people remain our greatest force."

In her spare time, Christine enjoys photography and sailing.